

# Seth K. Lunn

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CONTACT INFORMATION	288 Main Street Burlington, VT, 05401	contact@sethlunn.com github.com/guppitus
OBJECTIVE	Seeking employment Summer-Fall 2017 .	
EDUCATION	<b>Vermont Technical College</b> - Williston, VT Major: B.S. Software Engineering Expected Graduation: December 2017	August 2014 - Present
TECHNICAL SKILLS	<b>Languages:</b> Ada, Bash, C, C++, C#, Java, Javascript, Scala, Typescript <b>Operating Systems:</b> Android, Linux, QNX <b>Tools and Services:</b> Hadoop, Spark, Kafka, Git, SVN, TFS, Make, Ant, Maven, Spring, SQL, MongoDB, Selenium, Jenkins, ASP.net, ADO.net, Net Core	
PERSONAL PROJECTS	<b>Clacky</b>	December 2014
	A simple rational stack calculator developed in <b>Java</b> using <b>JFrame</b> . Clacky can handle large integers as well as fractions.	
	<b>Splurge</b>	October 2015
	A personal finance and budget calculator designed for <b>Android</b> mobile phone use. Splurge supports similar features as competitor applications but without network connection requirements. All financial data is stored locally and can be exported or imported via csv files.	
	<b>SPB9</b>	January 2016 <a href="https://github.com/Guppitus/SPB9">https://github.com/Guppitus/SPB9</a>
	A slider puzzle solver AI that implements an <b>A*</b> search using a <b>Manhattan distance heuristic</b> . SPB9 is able to handle (n)by(n) slider puzzles, but is limited by the complexity of its heuristic.	
	<b>BDTU</b>	October 2016 <a href="https://github.com/Guppitus/BDTU">https://github.com/Guppitus/BDTU</a>
	A simple, robust, and relatively featureless back up program written in Java. BDTU makes use of a <b>hash map</b> and <b>Java serialization</b> to store application data. BDTU uses a simple <b>Swing</b> GUI.	
	<b>Run Far</b>	December 2016 <a href="https://github.com/Guppitus/Run_Far">https://github.com/Guppitus/Run_Far</a>
	A <b>MVC Java Web Application</b> designed to allow users to track their personal run distances along side fictional and real world distances. Run Far is managed with <b>Maven</b> and uses a non-relational <b>MongoDB</b> database using <b>Spring</b> to store user and site information.	
	<b>RPC</b>	May 2017 <a href="https://github.com/Guppitus/RPC">https://github.com/Guppitus/RPC</a>
	Roleplaying Coder (RPC) is a roleplaying game designed to teach children at the middle school level programming concepts while simultaneously giving a storyline and unique and entertaining gaming experience. RPC is built with <b>Unity3d</b> using <b>C#</b> and <b>Unity Assets</b> .	
	<b>Competitive Computing</b>	May 2016 to Present <a href="https://competitive.com/">https://competitive.com/</a>
EXPERIENCE	Software Engineer Intern	
	Worked on Valve Works <b>Incite</b> platform custom reporting controllers and Microsoft SQL database. Performed QA for Husky <b>Newton</b> an e business B2B platform. Worked on custom image controllers for internal <b>SiteCore</b> platform environments.	
REFERENCES	Available upon request.	